

AMEI/MMA

Recommended Practice RP-032

SMF Meta-Event for XMF Patch Type Prefix

[Abstract]

XMF Type 0 and Type 1 files contain Standard MIDI Files (SMF). Each SMF Track in such XMF files may be designated to use either standard General MIDI 1 or General MIDI 2 instruments supplied by the player, or custom DLS instruments supplied via the XMF file. This document defines a new SMF Meta-Event to be used for this purpose.

[XMF Patch Type Prefix Meta-Event]

The XMF Patch Type Prefix Meta-Event is defined as follows:

FF 60 <len> <param>

In a Type 0 or Type 1 XMF File, this meta-event specifies how to interpret subsequent Program Change and Bank Select messages appearing in the same SMF Track: as General MIDI 1, General MIDI 2, or DLS. In the absence of an initial XMF Patch Type Prefix Meta-Event, General MIDI 1 (instrument set and system behavior) is chosen by default.

In a Type 0 or Type 1 XMF File, no SMF Track may be reassigned to a different instrument set (GM1, GM2, or DLS) at any time. Therefore, this meta-event should only be processed if it appears as the first message in an SMF Track; if it appears anywhere else in an SMF Track, it must be ignored.

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| <p><param> = 0x01</p> <p><param> = 0x02</p> <p><param> = 0x03</p> | <p>General MIDI 1. GM1 is chosen by default, so starting an SMF Track with this meta-event selecting GM1 is redundant, but still permitted. Instruments will be automatically supplied and managed by the player, not supplied in the XMF file. Syntax: [FF 60 01 01]</p> <p>General MIDI 2. The SMF Track has been written to take advantage of the General MIDI 2 instrument set and/or controller responses. Instruments will be automatically supplied and managed by the player, not supplied in the XMF file. If GM2 is not available, GM1 will be used. Syntax: [FF 60 01 02]</p> <p>DLS. The SMF Track has been written for the custom DLS instruments supplied via the XMF file. Instruments will be supplied via the XMF file, not supplied by the player. Syntax: [FF 60 01 03]</p> |
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[Relationship to System Exclusive Messages]

In a Type 0 XMF File or a Type 1 XMF File, no SMF Track may be reassigned to a different instrument set (GM1, GM2, or DLS) at any time after the initial XMF Patch Type Prefix Meta-Event. Therefore, the SysEx messages GM1 System On, GM2 System On, Turn DLS On, Turn DLS Off and GM System Off should never appear in the same SMF Track as an XMF Patch Type Prefix Meta-Event, and must be ignored by players if they do appear.

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